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HIS ISSUE

This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilvo's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on **Gyroscope**, **Koronis Rift**, **Bladerunner**, **Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on Mirrorsoft's Fleet Street Editor. It could be your chance to hit the headlines. There's also a spot of magic among the regular

features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of

And just for good measure we've got a map of Robot Messiah If you're in need of salvation from Alphabatim's new game.





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THE BUGHUNTERS/62



MAX HEADROOM/P42



GYROSCOPE/P37

MPUTER + VIDEO GAMES PO

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NEWS + REVIEWS

8 NEWS

Demented demons hit the headlines with System 3's new game,
 Twister. Tony Tokoushi lifts the lid on a new game for the Atori —
 Party Quiz. A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

 Sweevo's World, the carboon-style caper from Gargoyle, is C+VG's Game at the Month. The C+VG review team have gone Wild West crazy this month with a round-up the best shoot-out games for your micro

50 ARCADE ACTION



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s Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423



Motch out for Uridium the latest stylish shoot-out from Paradroid outher Andrew Braybrook. Hewson Consultants promise super-fast scrolling and authentically addictive action packed with Andrew's peat graphics and super sonics. Here's just a glimpse of the game. More next issue.



Softsel and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most

popular games.
The promotion of the "Infocom
Classics' is scheduled to begin
mid November and will run
through the duration of the
Christmas period. Games to be
featur are Deadline, Hitch
Hik » Guide to the Galaxy,
Planefall, Seastalker and Zark! — all of which run on the most

popular machines.
The reductions on the odventure games are substantial. The Hitch Hilker's Guide to the Galaxy, which has been totally re-packaged, will drap to a recommended retail price of \$24.95. Deadline, Planetfall, Seastalker and Zork I are all coming down by between £14.00 and \$22.00 to £19.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricat, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

■ Eighth Day Software's Games Without Frontiers range of adventures are now available for the following machines, priced £2.50 each. On the Spectrum there's Four Minutes to Midnight, Cuddles, Quann Tulla, Ice Station Zero, In Search of Angels and Faerie, Quann Tulla, Ice Station Zero and Faerie are available for the

There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten 24 hours

Well, that was that 14-year-old Bristol schoolboy Alon Tuckett and two friends achieved recently — and in the process raised around £80 for familiae relief in Ethiopia. Joining Andrew for the games playing were Stephen Dovies. 14.

and Paul Gamlin.
The games the boys played included Castle Quest, Allen 8 and Revs on the BBC. The computer stood up well to the continual use but, said Andrew: "It did get a bit hot."

☐ The Way of the Tiger is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy

based on the fighting fantasy novels of the same name. The story begins of the magical world of Orb where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first sow its golden shores and emended rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never externed. You playd servant loid you at the steps of the Temple of the Rock, praying that the monks would one for you, for she was frail and

dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy

Word of Power, Supreme Master of Unarmed Combat. They live only to help others resist the will that infests the world. Seeing that you were alone and needed care, the monits took you in and you become an actopite at the Temple of the Rock. Nothing was made of the stronge birthmork, shapped like a crown which you carry on your thight.

Take a sneak peek at Probe's new Basildon Band game starring or computerised version of zany comedy stor Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Cooperman and Blunderwoman. Watch for C+VG for more details.



HOT GOSSII

BY TONY TAKOUSHI My hand began to shake as I

mopped my brow clean of salty sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a javetick

and video screen. I HAD TO HAVE THEM!

It had begun. I knew there would be no sleep for me that night unless I gave in to my

So I fired up the Tempest and I Robot machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang...

"No." I magned as my

superzapper recharged on level

I gave in and answered the door. It was my American cousin, come to show me his latest game. "Howdy IT, I just came on over with my two sons to show you my new game, Party Quiz."

"Party Quiz?"
Thenty minutes later I had got into the swing of Party Quiz and was loving every minute of it.
Maybe I will sleep tonightm.
I am always on the look out for new and exciting games for all you Hot Gossep fons and this month Tive got what is probably the ultimate Trivia micro game.
Party Quiz is for Commodore



Demons are a girl's best friend — at least for Twister, the evil star of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her.

Twister has already got or quite a reputation based on the fuss at the PCW show in September when System 3 boss Mork Cale hired three scontily-clod dancers to publicise the game by prancing around his stand several times a day. The end result was they were

After the never-ending delays in the lounching of System 3's International Karate, many thought that Twister was just o figment of Cale's imagination.

But not so. The game octually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called Twister, Mother of Harlots, But, after accusations of "bad taste", it's now just Twister.
Set inside the nightmare world of a twisted brain.

64 and Atari micros, Suncom, an American company, is better known for its joysticks than its games. Do not be mislead of both worlds and produced a game that features novel, exciting

Party Quiz is for one to four Trivia mould. But what makes

this Trivia derivative special? It is played with joysticks. The game pack comes with four iovsticks (Quick Response Controllers), which are plugged is plugged into two joystick ports via an interface cable.

There are also two floory discs. included. One disc is the program disc, the other is a question disk,

You start the game with an options screen. Here you can choose the number of players the question (3.4.5 or 10 seconds) and the number of question rounds to be attempted for the game (5,8,12,16 or 20)

You can also determine the type of game to be played, either Competitive or Social, Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer and score if they get a question

right. For all you brain boxes there is also a handicap feature. If this is used, a player only gets half the a question.

Once the options have been set you go to the play screen. This is bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choose from. The first player to press the right button on their joystick get the points. The guicker

Because of the two answer formats. Multiple choice and True/False, two scores are given. 1000 for Multiple Choice and 500 for True/False (well, you do have

If the player gets the question right, a little tune is played, if wrong, a naughty bleep is heard. If any of you sneaks try the cheat

then you will suffer, if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT". (Ha, ha, - that will teach you). For those precious little

moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bor.

To keep you on your toes there is a real nerve ignaler called the Lightening Round. These hoppen play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me.

cool under pressure, but this section ruffled even me. To keep everyone in the picture a report card is shown every two and various funny comments.

What does TRY CHEATING mean? The package has 2,500 questions covering History, Arts, Science, Geography, Sports and that it is an American package and many questions reflect this just what are the ZIP codes for Utah? - but it really is fun because everyone stands the same chance of getting the

answer wrong! A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and

Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard, as for this package.

Party Quiz is available from Software Express in Birmingham Hold on to your hats! That all time classic. Star Ralders, is set to make a come back! Star Raiders II should be with us quite soon. A special version was on show to a select few at the

Comdex show in Las Vegas in December. It looks HOT! It will be initially and Atari ST micros.



the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through ghoulies, devils, monsters,

Everything about Twister is impressive - from the strategy behind the game, animation and graphics. Although there were minor changes to be mad

to the Copy sent to C+VG ister is shaping up to C+VG/SYSTEM 3

I enclose a cheque/PO for

enclosetokens

Machine owned.....



Twister will cost you £7.50 in the shops - but if you want

There're two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

you get your hands on the March issue of C+VG you could save another £1 by cutting out the second token. Just send the two tokens with a cheque or postal order Games Twister Offer Priory

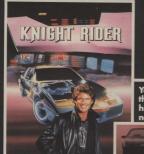
Court, 30-32 Farringdon Lane. London ECIR 3AU.

Twister will be available on cassette for the Spectrum. Amstrad, C64/128, Atari and

OME MISTAVE SUBSIVE So, did you spot last issue's deliberate mistakes? u must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork SOMEONE - who'll e getting a visit from Big Red — managed to get em around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards.

Right?! You just can't get the staff these days... Bodge No. 2: On the contents page three was an ormous white space above the Combat Zone ading. Now our spies tell us it was a Green tea member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best gestion will get a visit from Big Red.

This NEV All the





Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a car named "KITT" - the ultimate

driving team!



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The

The box-office smash hits your screen with all the high-energy drama that only Rambo can create. Take the role of Sylvester Stallone in the explosive all-action battle scenes.

Become the hunter and the hunted in this breathtaking simulation of the famous film and IV series with Hyperthrust feature, helicopter attacks and daring rescue attempts that only the man and machine combination of Street Hawk can survive.

Don't miss it – burn tread on the streets!



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THORN EMI Computer Software International Micro Software Division

"Take a ringside seat and sample the excitement"

by New Generation
This fighter doesn't use his fists, man, — but
everything else in sight! Cannons, boulders,
boomerangs and bombs all come in handy for
Cliff who has to do something to stop the bandit
shooting up the carryon.

£4.95



by Gremlin Graphic

Keep your eye on the clock and look sharp!
All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy—my motto exactly!

Spectrum 48K £2.9

MINI

by Database

and reports, a database – for storing addresses, and a spreadsheet – for storing complicated numbers. Pretty high-powered stuff, don't you think?

MAD DOCTOR

by Creative Sparks
As Mad Doctor, in this blood-curdingly evil
game, the player must create new life out of
freshly killed body parts. If he arouses the
villagers' suspicions, they'll kill him. A light touch
on the scalpel is required.





Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

If you think you now the answer, send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machinie type.

I say the Mystery Microgamer is:

Send me your latest full list of software programs.

Name...

chine dress

_____Postcode_____

Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Famborough Road, Famborough, Hants GU14 7NU

Last month's Mystery Microgamer was Ian McCaskill. Prizes are on their way.

Birkenhead Mark Johnson, Knottingley Stephen Hirst, Castleford Barry Cheeseman, Swindon iraham Langlands, Dundee

aham Langlands,
Dundee
Tim Walter,
Bristol
Paul Cooke,
Blackpool
Robert Wooley,
Peterborough
John Baxter

ckout games for fans ywhere'

MARSPORT

by Gargoyle Games
Box your way out of this one! The World needs a
Champion (what about me?) Yes, but you can be
the champion (what about me?) Yes, but you can be
defence plans from the doorned city and
reinforce the force sphere. Not easy, with aliens
attacking your every move.
Spectrum 48K and Amstrad

£9.95

DAMMMILE

by Mirrorsoft Ourlt to ten and concentrate. You think you can wir on points? Well tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.

\$4.935 Anstrad and Commodore 64

"Games to keep you on your toes".

by Database move. But their game is a non-conduct sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break – only don't hit anyone

Versions for most machines.
Cassette
Disk £11.95 & £12.95

SPOT THE BALL by Creative Sparks

Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!

Atari 32K.

£8.9



Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spools.

Spectrum 48/K £6.95

ctrum 48K inmodore 64 strad

SPARKLERS SPECIAL

£7.95

£8.95

A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest—anyone who disagrees will have me to reckon with? Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

Sectrum 48K and Commodore 64

4 games for £7.50

"Non-stop thrills from start to finish"



Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64 £7.95 Amstrad, Spectrum and Commodore 128 versions available soon.

All games featured above are available from Laskys, WH Smith and other good software stores.

C+VG F-R SOFTWARE REVIEWS SWEEVO'S WORLD



BLITZ GAME

 Machine: SpectrumAmstrad · Supplier: Gargoyle Games

• Price: £7.95

slapstick computer game? Well, maybe. But one thing is for sure. even the most pages gather player. Swedyo – or Self Wiled Extreste Environment Vocational Organism – has been given the job of pleaning up a problem planet called Churz Folly. It sign

old planet (Baron Knutz and his wife Hazel The Barch riddiged in some

odd genetic experiments and the results of this dabbling have now completely overrun the planet. Sween o's job is simply on the planet - and what creatures. Each of the deadly

use of to get rid of them? Sweevo looks most unlike a like William Wobbler - with a

loses a life. You begin the game The rooms are drawn in Ultimate 3D style. Each contains

collected and used. You'll come across the Word "BOO" in

indicated by a "face" at the top of the screen which begins with

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do. You can begin the game at

At the end of each game you get a percentage rating - plus haven't collected/done and a comment about the level of

Lots of baffling puzzles and Only time will tell. But in the

World as soon as you see one. You won't regret it. We • Graphics

Sound Value

Playability

....THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."





- Machine: Spectrum Supplier: System 3
- Price: £6.50









● STARTS HERE ▶

Software REVIEWS 2

• Machine: CBM 64





TOMAHAWK

Supplier: Digital Integration

You may never get a chance The long awaited follow-up to their Fighter Pllot flight









BLITZ



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EASE AND OUR HARD COPY OFFER MEANS YOU CAN HANG YOUR MASTERNIEGE ON THE WALL

OOT ALL - CREATE AN MINCE SHIRMLE, EPPAND IT, MOVE IT, ROTATE, COPY IT, COLOUR IT, SPRAY ON A PATTERN OR SHADE MAKE ELASTIC LINES THANGLES, RECTANGLES, CRICLES-STRETCH AND MANIPULATE ADD TEXT OR CHARACTERS, UP, DOWN, SIDEWAYS - ANY SIZE OR PROPORTION, ZOOM IN TO DIAMY IN FINE CELL, SPRINK THE WINDER, DRIVINE FOR UND BACKGROUND.



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•Machinec Spectrum C 64

Supplier: Firebird ●Price: £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's

classic TV puppet series.
You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an with traps, secret doors and

You have to solve the puzzles, beat the traps and save the

their oxygen runs out Each screen is a puzzle. You have to move coloured blocks

doomed men as quickly as possible. No mean feat - and along the way. Thunderbird One can move

moves green blocks. Both craft can move red blocks. You often Before take-off you can equip Thunderbird Two with various bits of machinery and gear that



help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces you

If you come across a screen Thunderbird Two's hold will help

the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, Billy the Kid and a host of other infamous names out to give me and the peaceful folk of Black Rock a tough time.

Lückliy I've got my trusty six-

Nightshade to help me run to help me clean up the town?

Then grab this badge and pin it on your Spectrum boy... Nightshade, add a couple of 'duck shoot' arcade bonus

some nice Western graphics and you've got Gunfright. The idea is that as the sheriff of Black

come across - with a cross

hair sight.
You have to move the cross hair and draw your gun in time to shoot your opponent down. Each time you wipe out a baddle you get a bounty. Cash which enables you to buy more which enables you to buy more builets to go out hunting the next baddie. The price of buffets — like petrol — varies from time to time so you need at the cash you can get if you're to succeed in the cash you can get if you're to succeed

CONTINUED FROM PAGE 15

lose a life.

The graphics are identical to Nightshade — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddle you're looking

Buffalo Bill is the first and he's pretty easy to gun down Billy the Kid and the rest are pretty tough to kill and your

don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to were just showing me where the baddie was hiding out. Lots

of bounty money was lost before I'd worked this out. Still, if you're after a soupedup version of the ancient old Gunfight arcade game then this is for you. But all the frills and pretty graphics don't make the

8

5

• Graphics · Sound · Value

• Machine: CBM 64

first. Outlaws is really quite lives under the shadow of an evil gang of outlaws. Nobody name and no past rides into

• Graphics

• Sound • Value Controlling the Lone Rider and Playability

seek out the outlaws and revenge the town revenge the town repet with the control of the control

okay and the game is quite rather ordinary





out - the computer takes over

used to your benefit.

More fuel can be found inside
the tomb. But DON'T move away from a screen once you've discovered some fuel. If you do,

Thunderbirds is a game for this up. If you like a challenge and have a few hours to spare. then grab a copy now. Very

• Graphics Sound ● Value Playability



- Machine: CBM 64 · Supplier: Beyond
- Price: £9.95



Machine: CBM 64

Various pioneers, indians and cowboys also cross your path

All standard Wild West type you would be right. But a strange dimension is added to the game by three "sprites" which appear below the screen

instance: "It's boring here, let's go," or "Examine skull" and

It's up to you which piece of



- Value





- Graphics • Sound
- Playability





choolmarm trying to stop









66 The Way of the Exploding Fist is virtually beyond criticism technically brilliant and visually absorbing. 99

POPULAR COMPUTING WEEKLY

karate simulation explodes Become a master of this mysterious ancient art: progress from non-tice to Faith Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 46 different manaeuvres including blacks, flying kicks, leg sweeps, roundhouse and even somersaults! on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment. In Way of the Exploding Fist, Melbourne House have scored a great hit. 55

Challenge the computer, to cinig opponents of progressively greater skill, or compete with a friend. Hit WAY OF HE EXPLODIN FST has it'dl — studieling expensive action, advaging grophic animation and sound. The wait is ever—you are about to face it challenge of a litelianted "Speciacular startingly original epic. Challenge of a litelianted "Speciacular startingly original epic. Challenge of the law encountered". Daily Mail.

"Guille simply the best program." – Popular Computing Weekly



66 As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game. it's addictive and pacy. It's clearly destined for the top. 99

661 can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist. 33

DAILY EXPRESS

66 The graphics made my eves pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again. 33

66 By far and away the best sports combat simulation available, Exploding Fist on the Spectrum is the best game. "

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G+VG Sobtware REUIEL



• Machine: Atari/CBM 64 Supplier: Novagen

• Price: £9.99 cassette/£12.95 disk

The wait is over Mercenary is here at last. And well worth the wait it is.

If you loved the graphics of Elite and also like flight simulations all wrapped up with

a spot of zapping and puzzles, this is the game for you. You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in

To help in this difficult task Benson, a ninth generation computer helps you with a series of scrolling messages,

The opposing factions on Tharg are the Players and the Mechanoids. Keeping alive on Tharg will be hard enough in this hostile

environment but the ultimate aim is to find a craft and escape the planet. There are also various flying

and ground based craft to be used and also a vast subterranean complex to be

With excellent graphics, challenging game play, Mercenary is a game to look

• Machine: CBM 64

· Supplier: US Gold • Price: £9.95 cassette/£14.95

NC

nasked master of swordplay

Old film legends don't die -they just resurface as computer games. Such is the fate of that Zorro. And a sade fate it is. Graphically this rather standard platform game is not



over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to - the same

6

The music is allright but nothing spectacular.

• Graphics Sound • Value

Playability

LYMPIC DECATHLON

 Graphics • Sound

• Value Playability

● CONTINUES ON PAGE 23 ▶

Post Haste Software



The total postal software service

Selvice!

Post Haste is part of GB Microland, the
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experience. The place that gave new
meaning to the word "friendly". But not
everyone lives nearby. So Post Haste
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HARRIER FORCE STRIKE

 Machine: BBC Supplier: Mirrorsoft Price: £9.95 (tage) £12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling

aggressive Not that I made much use of the opportunity - on my first four flights I crashed within ten seconds. I begin to see why it takes a small fortune and goodness knows how long to

train a Harrier pilot. This is a superb simulation, developed with the help of British Aerospace who, presumably, youch for its

You are offered a choice of game type (practice or combat) and skill level (pilot, commander

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/horizon/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a 'flight manual' with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first - you have to destroy the enemy tanks menacing your own ground sites. It might take sor time before you establish an operational area free of enemy tanks - a map grid is supplied so you can keep track of where you are in relation to enemy

HQ. The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

 Granhics Sound

● Value Playability

2 2

STUFFING

 Graphics Sound ● Value

9 Playability

BLADE RUNNER

• Machine: CBM 64 Supplier: CRL

• Price: £8.95 Terrific music. Shame about the

game. That just about sums up CRL's brave attempt to turn the classic Blade Runner movie into a computer game Which probably explains why they call the game an

interpretation of the film score by Vangelis"1? Licence, what

Anyway what you get once

the game has loaded is a Ghostbusters-style game. The basic idea is to track down rebel replidroids in your hover-car and

Like Ghostbusters you get a plan view of the city to move your bounty hunter's craft around on - except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replidroids are hiding

You must use the large scale

man to move to the sector inhabited by a droid represented by a flashing square make contact with it. Then it's onto the scrolling chase scene.

Your craft lands and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a crime "pedestricide" would you believe! You'll be penalised for committing it. You have to dodge the crowds - but don't stay in the road too long

otherwise you'll get run down by a speeding C5! The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective

The backgrounds in this part of the game are nice too. Not a great follow up to the epic Tau Ceti for CRL and a waste of a good idea.

Maybe Blade Runner would work as a budget product -but at nearly £9 you can spend it wisely elsewhere

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 Graphics Sound

• Value

Playability

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C+VG Software REVIEWS

SCALEXTRIC

Sound ● Value

Playability



• Machine: CBM 64 · Supplier: Ultimate/Firebird • Price: £9.95

If we waited a long time for Underwurlde to make it onto the Commodore, then it's been an eternity waiting for the excellent Sabre Wulf. Again it's worth it.

The Ultimate format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size

the game. The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

Sabre Wulf is a classic game. Buy it. Enjoy it, and tell your



dangerous.

Machine: CBM 64

· Supplier: Ultimate/Firebird • Price: £9.95

When C+VG reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is

Underwurlde is well up to the standard expected of an Ultimate game. The look and the layout of

the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the Underwurlde.

The idea of the game is to escape from the Underwurlde by climbing through various levels, using the objects

scattered around the many screens and avoid the multitude of perils. Underwurlde is excellent fun and great value. Firebird has

done a good job with the



ELEKTRA GLIDE

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 Graphics Sound Value Playability

Sound

Value







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Software REVIEWS 8

ROLLER COASTER

CBM 64

• Supplier: Elite • Price: £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your please for a fun packed jo around a theme park. Ride

ow, here's a new twist on platform format. All the

The object of the game is to xplore the fairground and iscover bags of gold which are otted around on the many des. You may have to risk life nd limb to get them. You begin the game with five wes — you lose a life if you fall if something, get hit by omething or simply run out of omething or simply run out of

urful — similar to Monty

JSW but with extra added the Roller Coaster iu

and you won't want or a long, long time.

Renewings Renewings Grant and and all all a

S. Fata Garacal men

Graphics Sound 8

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10

Value

Playability

THE LAST V8



- Supplier: Mastertronic Price: £2.95 Great sound - shame about

the game! This release in Mastertronic's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling, But game play doesn't match up to the frills

The basic theme of the gar danger on the surface.

is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker that special project was The

Last V8. This is a real super-car. shielded from radiation, computerised and powerful. And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still

you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.
Your V8 is difficult to control You'll find yourself skidding off

which detonate from time to time. Fortunately your car warns

the road and into the landscape at every available opportunity when you first load the game. Practice might just make you a better driver - should you wish to persevere with the game. . . The roads you must travel twist and turn with alarming regularity - but there are some short cuts - across the nicely

drawn landscape. The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it

off V8 is a nicely presented program - but without much substance.

► CONTINUED FROM PAGE 24

8

GEOFF CAPES STRONGMAN Machine: Amstrad

Supplier: Martech

• Price: £8.95 What are you - man or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyway, generally squeaking. we're a tough, rough lot at C+VG, ready to rise to any

challenge. Geoff Capes Strongman is a simulation game with an added dimension. Instead of just

undertaking the various tasks, you also have to train for them. Poor old Geoff's body has been split into eight bits, represented by "muscle icons" Only his head is missing. Is that significant, we wonder? Brawn

thout brain? Each muscle contains a gauge to show how fit it is and how much energy is available. Different events require different muscles so while training for

the six events you must prepare the right muscles.
If during any of the events the energy gauge hit zero, Geoff

collanses

The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, fairground bell and sumo

wrestling. Between each event there is a short rest period which you can

re-distribute remaining muscle energy Geoff Capes Stronoman is a good simulation, lifted above many of its rivals by the need

strategy behind the play. Good fun

The game is also available Spectrum, CBM 64, BBC B.

Electron, MSX and Atari. Graphics

Sound Value

Playability



• Machine: CBM 64

 Supplier: Cascade Games • Price: £9.95

There are flight simulations and there are flight simulations. And then there's Ace. Digital Integration's Fighter

Pilot has been widely acknowledged as the best of the bunch but that accolade must now go to Ace. Not that there is anything

stunningly new about the game, it's just incredibly well presented. There is a wide choice of battle conditions. Combat can

take place during the day or night, winter or summer Using a map to locate the enemy, you can chase and engage them on land, in the air

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments. Congratulations to Cascade on a good game.

 Graphics Sound

Value

Playability



Price 19.95 There's always room for

good shoot 'em up and Z pronounced Zee — is just The idea of the game is pretty simple. Blast all the

 Machine: CBM 64 · Supplier: Rhino

aliens, capture energy bombs. zap force barriers surrounding the Transporter Units until you've got a big enough hole guide your ship through and warp to the next sector where it all begins again.

The game takes place on a The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe

Only a starfighter as experienced as Z — that's you — can destroy the system

before things really get out of control directional wrap around scrolli backdrop, others a Paradropi' asyle cityscep. Defence #hips come in many different forms and are all extremely fleady. Some cost, like the Big cance cost, like the before they distintegrate. The Control Sipi at the end of each game has to be blasted by energy borbhos — five in all — before it can be destroyed. The before the cost of the service cost of the cost of the

by special craft which you have to blest to release the bomb sule. Chase the capsule to

k up the bomb. The ship features inertial control - which means you have to be nifty to fly it and win. It has twin laser cannon hich make blasting a bit easier and a central bomb chute to

and a central bomb chute to launch those energy bombs. Z comes from Chris Butler, the programmer who brought you Hypercurcuit which became something of a cult game among 64 owners. Z should do just the same. It is fast, furious and lots of fun.

Don't miss this extremely stractive, truly addictive zap-to-stractive, truly addictive zap-to-

tractive, truly addictive zap-to-

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C+VG Sobtware REUFUS 10

ENDURANCE RACING

er £7.95

Sound

 Value Playability

· Machine: Spectrum Supplier: Insight • Price: £7.95

Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review

This is the second game we've seen which is based around themes from that terrific Disney movie Tron. You and your Spectrum have

been transported to a maze like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers - those awesome two-legged spacecraft featured in the Tron movie in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the man which overlays the main playing screen. So if you're REALLY clever you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect - but



how to take out the tanks and Randomisers

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

The sound - especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft. The best way to take out the

Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

• Granhics

Sound Value Playability

 Machine: Spectrum · Supplier: New Concepts

 Price: £11.95 Irish software house New Concepts are out to make waves with Surf Champ and its revolutionary surfboard-shaped

keyboard overlay. By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports

Before being able to ride the



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8

8

waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight

must also be selected Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea. ducking and dipping under the waves to a chosen point. Once the best wave has been

selected, the player hits a key, the screen changes to a close

up view of the surfer on the

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from Surf Champ.



VIDEO DARTS Machine: CBM 64 Supplier: Zion Syste



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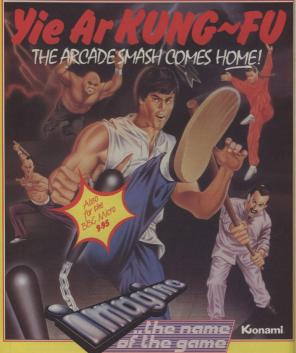
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- Graphics 6 • Sound • Value 8 7 Playability

HINK



The scores for graphics a bund are not really relevant

Graphics
 Sound

• Va

- Machine: Spectrum
 Supplier: Ariolasoft
 Price: £7.95
- Think! I thought. I moved. I lost. But was I disappointed? Not

- nave to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making afternate moves. The winning lines can be vertical, horizontal
- has can be void to diagonal.

 The counters can only be noved onto the grid from the ottom or right edge of the loard. When a new counter is counter is contact, when a new counter is contact.

- is moved along including the spaces. Get the idea? One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can
- There are seven levels of difficulty, hint facilities, differ



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AXIS ASSASSIN

- Machine: CBM 64/Atari Supplier: Ariolasoft Price £7.95 cassette/£9.95
- disk on CBM/£9.95 Atari Disk At first sight Axis Assassin is an interesting game but somehow it never quite satisfies
- its promise.

 The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and
- nuise hombs The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters drones, spores and
- Your Axis Assassin can move up, down and across the grid, trying to destroy everything
- before they get you. Summing up, there's nothing really wrong with Axis Assassin but there's no real reason why anybody should make time to play it.

● ENDS ◀

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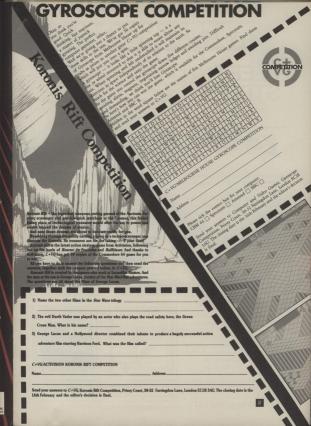


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MIRRORSOFT

FLEET STREET

CITY OF LONDON EC4



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FLEET STREET EDITOR gives you everything you need to produce professional-looking printed materials – in one package!

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FLEET STREET anuary 1986 GIVES YOU WORDS AND PICTURES 3 11 1 ou can use text in many ways of Att this, and more, pandose dose in this one package with nothing extra to buy! Headlines&Titles Mirrorsoft

THE FIRST EDITION Publication: January 23rd 1986

The minimum equipment you need to become a FLEET STREET EDITOR is:

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FORWARD WITH BRITAIN

COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the C+VGIDEAS CORP penthouse offices there are quite a few budding editors and designers

out there in the real world. Now we're giving you the chance to win national thanks

If you produce a computer related magazine at your school, or at your local computer club, or even if you along with a few friends, you should enter the C+VG Fanzine of the Year competition.

Winners will get a really neat bit of software from

The software is Fleet Street Editor, a terrific package layout and print your own of a trusty BBC

Fleet Street Editor is a mixture of a word processor, graphics package and design utility all wrapped into one. ing magazine editor needs to produce a high quality product.

The package includes all the major "departments" that any magazine or newspaper needs to operate - the graphics library, the copy desk, the design studio, page make up and, of course, printing.
Using Fleet Street Editor

looking magazine or newsletter. age could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine - or if you're independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition



Drunks in drag hijack a bus

which is April 16th 1986. We'll give you updates on the progress of the contest from time to time before we

the New Year. So if you want to be the proud holder of the C+VG Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag -

then why not start now? Your entries will be judged by the editor and designer of Mirrorsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!



VICAR FATS TART

WORLD EXCLUSIVE

ther Dezmund O'Herliby— to 56 — of Nether Wallop to See — of Nether Wallop enting after surviving a prifying ordeal at the village te. The incident occurred after e judging of the 'Christmas tibles' entries. Father Edith Crunch and proceed consume the entire 12inch ameter pie. didn't think anyone would ind.' the stunned vicar was	heard to groan as he was wheeled away from the Mrs Crunch, a widew of 73 said the pie was unique and she was hearthroken by the butcherous act'. Edith is still fuming and has been seen working out in the primary Father O'Herfülly has take to carrying a can of MACE under his westment, and say he won't go out after dark fearing the consequences.
ore's a brief look at the things bull be able to de with hisrorsoft's terrific Fleet treet Editor package. **CRAPHICS LIBRARY.** collection of illustrations, mboks, and typefances which no be incorporated into your or work. **STAPPICS LIBRARY.** for the package on which he art provided in the raphics Library has been replained by the package on the package modify existing art, either modify existing art, either	from collections you have created yourself, or create your own. **OPYDESK:* A simple word processor for entering text on to a page panel and wrapping it around any graphics you may have already created for that panel. **PROS MAKE-UP** **DAGS MAKE-UP** **PROS



Category (tick box) SCHOOL CLUB/USER GROUP



SPECTRUM 48K

COMMODORE 64

AMSTRAD



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PERILS OF PLASTIC MAX





Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.

Max Beadroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutter to humanise his computer-generated plastic perfection, is back.

perfection, is back.

Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new

on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, corny jokes, wit and wisdom. And not only that. The man who is round to be a CAD —

computer-aided design, that is

— is the hero of a new
computer game trom Quicksilva
due for release any day now.
And if successful it could be the
first of a series of games based

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Grosman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so last they are

over and lodged in the viewer's mind before they realise what has happened.

The Blipperts have a nasty side-effect for the viewer they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unformable "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headmooth

A pirate TV station, Bigtime Television, running endless 1880s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Brenghel and

Mahler, a couple of heavies, they realise his potential as a TV star. With Max Headroom fronting

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilva's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.

Edison Carter is attempting to friend, and "injected" into the rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 210th floor of of various systems in the the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the eventually the president's suite computer genius that created Max have that and neither are

going to help. There are also security quards to contend with and two assassins who are hunting Edison.

The player takes the role of the Maxhunter, a computer program written by Carter's girl

computers which control Network 23's offices.

Maxhunter must take control building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and

at the very top. To win the game you must get to the ton levels, find the

various codes, access the computer lab and free Max. Max must then be taken to the round floor and out of the building before six o'clock in the game, you get to see Max and

morning when the staff return. The team given the task of

bringing Max to the computer is Manchester-based Binary Designs. Andy Hieke, Binary's

managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the bailding, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Onick reactions are also

important in several parts of the game play. As a bonus for completing the

hear him speak. Says Andy: "We would like the original scriptwriters to write some jokes, we'll digitise and put it on the cassette although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred

And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions they're right. I was brought onto the networks to give them a little more pezzz, fizz, razzamatazz, and other words

with lots of Zs in them. It's hard to be perfect but I try."

As Max mania spreads, a whole series of spin-offs from the series is about to appear. And so you don't miss out on all the fun C+VG and Quicksilva have grabbed a few of the goodies as prizes in our

great Max Headroom The first 25 winners will receive a video of the film which launched Max last year

and was re-screened at Christmas. The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life. And to stand a chance of winning inst answer the simple questions below and send the answers together with the

coupon printed below to Max

Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU. The closing date is 16th February and the editor's decision is final.

1) On what floor of Network TV's building is the Max Headroom personality generator kept?

2) What is the Maxhunter?

3) Name the creator of the Blipverts?

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to

C+VGOUICKSIIVA MAX HEADROOM COMPETITION Name

Tick your video type: VES BETA

Address





TIR NA NOG

To make Cuchulainn invisible go to Lon Liath and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects The stone tablet will read

W.N.E.N.E.7. Follow these direction and drop the spade. You will recieve half a tarc the other half being in the ice cave. When you put them together you will become invisible. Thanks to Andrew Watts of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on Skyfox. Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical man When on the ground and the

tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield

When on tanks, don't bother using missiles, save then for the planes.

Be ready to expect tanks or planes when using autopilot as you usually fly straight past

em when outonilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so

Make full use of the maps above and zoom in on sectors to see what actually is

If you are going to try any of the invasions, one general tips is to stock up on missiles before taking the planes and

mothership. Stock up on fuel, shields and missiles before flying through the cloud layer to fight planes

or motherships RAPPY MCGUIGAN

reach Rank 13

One more for the sport fanatics. Barry McGuigan's Boxing from Bradford Barter of Crowdon, who talls us how to

Cannonball Corby: Punch him in th face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round

Pedro Rameiz: Pedro is very easy to beat. Just keep hitting him till he falls John 'Kid' Cutter: Have two

furious rounds with John and then let your guard down and Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator, IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those roque robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

let him punch you. This zops his endurance and not yours. Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joyustick left. This should keep his guard down. You should be

ready to hit him Flashy Fenwick: Very easy Same as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two

Help

Who can help Richard Mills of Kent who bought Monty on the Run nearly two months ago and has been stuck in 'the sewers' for the last month? Nick Rush has rushed (sorry

about that, Nick, but Otiss couldn't resist the pun -Melissa) these latest hints over to the office for the Spectrum gome Gyroscope.

The first two levels are fairly easy, but when you reach screen 1, level 3, things might start gettting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel to fast down the slope and will skid across the

glass and over the edge.

If you get this far on your

slowly and think before you move! ONE FOR

THE TEXAS!!!

first avroscope, you can

normally zoom straight onto the saugre. If not, wait for the

second alien to go into the

on the fourth-level. Not too

furthest right corner and then

move quickly. You will now be

many difficulties here. The first

screen of level five is the same as the cover of the box. Travel

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on Parsec, sent in by Roger Marsden of Leicestershire

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the Press fire to Begin message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the 5 key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key



When you release the E key, your ship will stop and, by quickly pressing S and/or D. you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line

un vour shots When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dramites, an up in lift two firing all the time, this should destory them

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game to we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispwood will spells Bane, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to

Use the Servant Spell to collect the Seal of Merlyn which you will need later on Explore the wood to collect the Missile spell, the sickle the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the voults with Missile collecting further spell as you go. After completing Wispwood and the Vaults, Merlyn will tell

you where to go next It seems most people had no problems with Wispwood hut the Vaults were another matter so, let's go into them in more detail. Once inside, go to the teapot room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dadge the skeleton and an through the rear door grab the spell, dodge the

skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the chalice. Go left and then through the front right to the pool room. Kill the skeleton and dip the chalice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chalice into the fountain to ain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first

with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Levrod spell, take both of these. A word of warning here make sure that you avoid

all spiders. Take this key to the fireball room and use it to open the chest. Take the rune - the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected

here Search both dead skeletons One holds the last rune and the other the Missile spell and Evil Eyes. Use the Bone spell to kill the Evil Eves. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A levruhe will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wispwood. Strike the stones with the Leyrod to reveal the Leycubes. Pick up Merlyn's Seal and step on to the yellow cube. QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to

play First up is Adam Brake of Dorset with some hints on Super Pipeline II. Keep one workman with you and leave the other running around, this man will 'take out' the odd creature. On every screen there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workmon together

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly rease, sacrifice your life as you can lose all your points in

a short time. From E. Nieland of Holland here are some passwords for Hacker, and System 1500 on the CBM 64

First of all, Hacker. The log on code is Australia Passwords for Security checks are: Level 1 Magma Ltd. Project. level 2: AXD-0314479

Level 3: Hydralic Level 4: Australia On System 15000 you will find the following telephone

numbers useful. 6723427 4935420 7464460 2207420 3634017 9307269 3481408 7239293 9527001 3634017

8004310 with Possword Arries 01012129765858 with Possword Pin537

Bryan Morrison of Kirl has been playing all his C64 games to come up with the following cheat modes. Thing on A Spring: When the title reen is one hold down T,H,I,N,G, back arrow and

Inst/Del If the borde goes grey. you have unlimited oil Frak: When you get a high score, instead of typing in you name put the shift lock on and type American Express - with g space between the words The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be

able to move left or right Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15

Quo Vadis: The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes. Poke 24709.234 Poke 24710,234. Then type SYS 3488

to start the game Your knight will not die when his energy reaches zero but

lava pits will kill him Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make



activate it









ENEMY PLANES ATTACK SUDDENLY WITH DEADLY FORCE



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*ARCAD



BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got neves of steel, climb in, fasten your seat belt and prepare for the ride of your

prepare for the ride of your With the goes set at low, foot on the accelerator and wwesty hands gripping the steering hands gripping the steering of GO. Accelerator hard down, into tog gear and L careered round the track. Careful driving appling time—in a suicide run: at best you'll end up in the driving, at want you can appling time—in a suicide run: at best you'll end up in the driving, at want you can were you will not with the fact that the buggy is were yet eliant and will take a let of knocks, unlike the fragile, creatures in Pole Pastilion.

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The oim hor bearing or the bearing of the bearing or the bearing or the bearing of the bear

The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through, but that's where the fun lies. To get past many obstacles you have to be able to dadge quickly and jump when necessary, changing course in

mid-flight.

The marker flogs are very important and are colour coded. To earn extra points, run over them in the correct order, dictoted by a grid at the top of the screen. There are numerous flogs of each colour so it is not a difficult task. You must also stere through gots and will pick up extra points if you successfully negotiate.

those with numbers on them. To jump some obstacles use small scattered rocks to launch the properties of the properties

amongst arcade machines larger that TXI with three screens giving a massive paramoratic view of your thrilling ride. Three screens are not really necessary, but the sit-down cobinet certainly beats an upright and makes you feel you're getting you money's

METAL CLASH

A double-jointed, kicking, punching robot is the theme of Date East's Metal Clash.
Imagine the scene. A space station in the background, floating over it is this weird, mad, bilarious battle between

mod, hilarious battle between a load of Metal Mickeys. In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Pehaps it his rather sickly hoe. Anyway, whether he's lighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of others, he's having a whale of

Clink! Motol connects with netal and the screen is filled with fragments and sections of robot as it disintegrates. The joyatick control is very easy, you can punch or kick it in a variety of directions depending but you must make contact with you opponent — whether it's a small floating droid or another robot os large as

yourself.
Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dadge around the screen. You not only have to direct your punches but you must chare your victims your

the space station. That mences keeping your chappie above ground as long as possible. The better you do, the faster the third provides the state of the state of



DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of martial art simulations. Granted its still hand to foot combot, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a lighthearted break from the rigours of more serious space bottles.



It's a welcome change to descend from space and, with your tank tracks planted firmly on terro firma, blast anything that moves in one of the old style arcade games. Although SNNS Tank is very much in econventional mode it is nevertheless an action packed game.

Starting point is from the

deck of an amphibiase landing rarth which leads straight and rarth which leads straight and land and into enemy territory. The wor is an. You mission is to destroy the enemy HO which is, predictably, of the end of a long, hard trek through lokes, woods and around numerous obstacles. The route is toriuous — winding round buildings, over bridges, through lowen and junction three luths a possé of enemy tanks.

astembork to be filter by a squad of foot solidiers, squad of foot solidiers, squad for foot solidiers, make strategic plans as the enemy take or semiintelligent, and converge upon you if you hang around for too long. However, if you hide behind the building, you can pop out, fling a few bombs in their direction, while remaining if you suffer soo many hits and don't reprire the dismage.



CHOPLIFTER

You'd better get that trigger finger into training if you are to join on eithe band of pilots on to join on eithe band of pilots on heart of the pilots of the pilots of the pilots of the pilots of the same that of the pilots of the same that of the pilots of the pilo

should happen, you're inkey to topple out of the sky. Starting point is at the helipod. As soon as the blades are whirring you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

air one immediately crained.

The controls are very simple instantly to your instructions. Fly off to the left and you will immediately enter the war zoon. Enemy connons do their utmost to bring you down as you search for the first both of hostoges. In the earlier stages it is easy to bomb the ground to be one of the property of the control of the c

packed closer together, it becomes a bit of a headache. Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them down in flames if you are an accurate machine gun operator and fast on the joystick. The first prison block looks like a Red Cross outpost very disconcerting. Knock a hole in the side for the hostages to escape and they

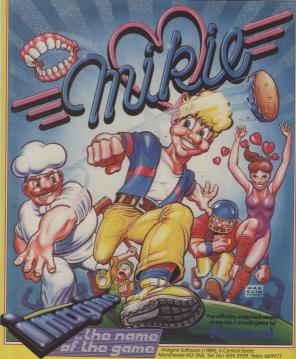
hostages to escape and they will literally stream our wowing their arms in simulated panic. Watch the enemy at this point, if the hostages are strated by gun first you can hear them screaming — in agony? I wosn't impressed by that touch — it's a bit to realistic for fun. The next, step is to land closs

The next step is to land close by, at which point they will automatically run to the chopper and climb in. Now the journey back to the heli-pod which is every bit as hazardous as the outward trip. As I mentioned enries, the

As I mentioned earlier, the controls are relation and so is the animation, especially when the chapper turns 180 degrees to fly in the opposite direction. As it hums, you are given a head-on view and it is then that you can use your bombs. Those are most useful if it is possible to hower for greater accuracy. Of course, if you have ground too long, you can take monoeuve. Further screens include

burning warships.
Segas Chopliffer is packed
with action and is accopanied
by a pacy, rousing jingle.
Defintely a must, but not for
the faint-hearted.





Mikie plays a knockout frantic farce in the classroom, locker room and the high school cafeteria. Hip-zap, door attack, throw balls and pies...but can you make him hand his love letter to his girl-friend?

- He's the hottest cookie in school!

where of WHSMITH WOOLWORTH, LASKYS, Rumbelows, Grooms



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG BladerunnerTay Ceti competition.

CRL are giving away a 14inch Phillips colour Tytmonitor as top prize and copies of the game to the 20 runners up of Bladerunner and 20 copies of Tau Ceti.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harison Ford film.

The runners up will have a choice of the Bladerunner game which is out on the CBM 64 or Tau Ceti on the Spectrum, a complex game combining elements of Little, Impossible Mission and 3D Tank Duel. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

NAME		
ADDRESS		
POLITE	4-17/1/2000	

Please tick which game you would like.

Bladerunner CBM 64

Tau Ceti Spectrum

Send your entry to BladerunnerTau Ceti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

violeo Games Priory Court, 30-52 Parringdon Lane, London ECTR 3AU.
The closing date is 16th February and the editor's decision is final.

or many people computers are magical objects. They are capable of fantastic feats, spellbinding illusions, dazzling tricks and powerful pieces of prestidigitation.

Now conjuror David Hambley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.

And the computer which co-stars in David's act is none other than the humble Spectrum.

So successful has the computer act been that David - nicknamed The Micro Wizard by the Magic Circle - has produced a collection of Spectrum tricks which he hopes will soon become commercially available.

Called The Magic Box, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.

He has also written a 40,000 word booklet to accompany the package.

David, 31, recently visited C+VG's discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glam of the software world are frequently entertained, to give a private show of his micro magic.

And very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.

David became interested in magic when he was a young Chips and lad and before long he was Programme. performing card tricks at school. At 16 he entered the Magic Circle's Young Magician business of the Year competition and bookings. shortly afterwards turned semi-professional. ramming skills developed.

In August 1984 he turned fully professional. "I had to," he "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work. David has appeared on television programmes such as Pebble Mill at One, Video and the Book

1982 David bought a Sinclair ZX81 to help run his accounts and As his self-taught pro-

David hit on the idea of using the computer to perform simple tricks. The result was that later in

1982 he published what is thought to be the world's first book on magic and the microcomputer called Computer Magic with the ZX 81. "It sold







The same of the sa

that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics.

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act." Because David did all the

programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and

computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of C+VG's staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

TWENTY-ONE CARD TRICK choose one of the cards and

Amaze your friends with some marvellous micro magic. Magician David Hambley magician. He then is asked to has written this version of the press key one, two or three to twenty-one card trick for the indicate which row the chosen Spectrum

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter. Three rows of cards will be displayed on the screen, all face

Your "victim" then has to

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TO CLS: FRONT " INK 4,"
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12FFLY TRIME OF A CAMP,"
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memorise it without telling the card is in. The computer then shuffles

and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer up with seven cards in each suddenly displays the card that was originally chosen. Just like magic!

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RAMBO GYROSCOPE COMMANDO EXPL. RST FIGHTING HYPERSPORTS LORD OF THE RINGS

CHROSCOPE COMMANDO

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SPECTRUM

LORE THE EXPLOSING FIST DOY HOCK - WRESTLE

EMBATE DERMIN DE SENDITORIO DE



His Knee Drops can really put a guy's nose out of joint.



DIARY OF ADRIAN MICE SUPERMAN WISIM IN PARADISE BEADH-FEAD DISE SITUR FORER BALLBLATTE BALLBLATTE

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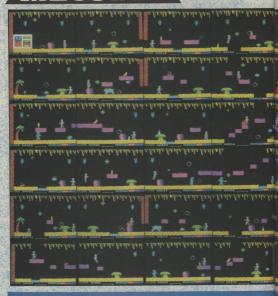
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Write enclosing £8.95 (inc. p+p) to 204 Worple Road, London SW20 8PN or telephone with your credit card number on 01-947 5624.

Robot MESSIAH

Are you praying for deliverance from the cunningly complicated caverns in Alphabatim's 152 screen areade adventure Robot Messiah? Fear not! Your faith in C+VG is not misplaced.

Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of These must be collected and then returned to the Master Computer which is found in the caverns. You can only carry three objects at a time and you will need to carry a

work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not est food recklessly. although some of it will be replaced. there will not be enough unless you are

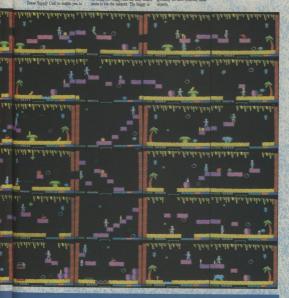
The only route to the Best Centre is by using the buggy and the only return

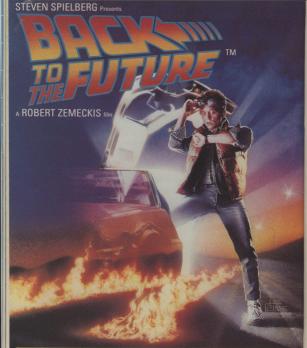
situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a givenway we have removed these

The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it

you then collect the numerous bullets which are scattered around the game. Each ballet is worth twelve shots, but once more, do not pick them all up at





THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64 and Amstrad from Electric Dreams Software 31 Carlton Crescent, Southampton, Hampshire SO1 2EW Tel: (0703) 229694

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about ten seconds!

A NOTE FROM YOUR

Even if he does consider himself to be an ace reporter, that wimp Rik Link has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he game me some cock-andbull story about entering the Recreation Room disguised as a large. bright orange beach ball

"I just rolled right on in!" he told me. Unfortunately. it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is. he's got nothing to report. Never fear. Following in

the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rik's

column Introducing an international element to the proceedings. I'm proud to present a superfast TURBO LOADER for the Commodore 64 microcomputer (passed

on to me by kind permission of Big Red). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that: L is the new LOAD command. S is the new SAVE command, V is

the new VERIFY command. These work in xactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to LOAD and SAVE this

program, it'll take about 70 seconds, using the new commands, these operations only take

O REM SUPER PART LOADER POR THE COM 64 L MEM BY LOC PYCKE

Hopefully you won't be hearing from me next month. Rik Link reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. He'd better!!

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane London EC1R 3AU.



NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of ATTACK OF THE MUTANT CAMELS and a stripped-down PSYCHEDELIA - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the LLAMASOFT name and logo by ARIOLASOFT, a mutually-agreed experiment to apply ARIOLASOFT's marketing expertise to one of JEFF MINTER's individually-styled games epics-

£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as MATRIX, REVENGE OF THE MUTANT CAMELS, SHEEP IN SPACE and ANCIPITAL - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -£9.45 on 2 tapes, £11.95 on disc

 COLOURSPACE: The COLOURSPACE software is a development of Jeff's PSYCHEDELIA programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy COLOURSPACE, creating a dazzling kaleidoscope of flowing chromatic patterns.
 Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

- * BBC at £7.95 on tape
- * ATARI 8-bit (including HE130) £7.50 on tape
- * ATARI ST 520 £19.95 on 3.5" disc (with manual)

The 'S1' version is definitely a bit (in fact. 16 bits) special.. with a host of ZARJAZ effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...



ZARJAZ SOFTWARE



Hot off the presses is the letest C+VG Gallup Software Top 30. It's the most scourate and up to date chart currently published in Britain.
Just one look through the latest C + VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

. FEBRUARY

TOP 30/ALL FORMATS

• THIS MONTH	*LAST MONTH	• GAME	MACHINE	MANUFACTURER	• WEEKS IN
1		Commando	SP, C64, AMS	Elite	
2	21	Elito	SP. C64, AMS, BBC	Firebird/Acornsoft	8
3	-	They Sold a Million	SP, C64, AMS	Hit Sauad	
4	1	Way of the Exploding Fist	SP. C64, AMS	Melbourne House	8
5	-	Yle Ar Kung Fu	SP, C64	Impaine	
6	7	Formula One Simulator	C64	Mastertronic	8
7	-	Winter Games	SP. C64	US Gold	
8	-	Computer Hits (10)	C64	Beau Jolly	
9	_	Rambo	SP, C64	Ocean	
10	8	Finders Keepers	SP	Mastertronic	8
11	-	Back to Skool	SP. C64	Microsphere	
12	-	Beach-head 2	SP. C64	Access/US Gold	
13	-	Little Computer People	SP	Artivision	
14	17	Monty on the Run	SP. C64	Gremlin Graphics	4
15	-	Tomahawk	SP. C64	Digital Integration	
16	18	BMX Racers	SP. C64	Mastertronic	8
17	-	Action Biker	SP	Mastertronic	8
18	2	Frank Bruno's Boxing	SP. C64	Flite	8
19	-	Arcade Hall of Fame	SP. C64	US Gold	
20	-	International Karate	SP. C64. AMS	System 3	
21	-	Fight Night	C64	US Gold	
22	-	Last V8	SP	Mastertronic	
23	-	Saboteur	SP	Durell	
24	3	D. Thompson's Super Test	SP. C64	Ocean	8
25	-	Robin of the Wood	BBC	Odin	
26	-	Gyroscope	SP. C64	Melbourne House	
27	16	Impossible Mission	SP. C64	Epyx/US Gold	4
28	-	Rockman	SP	Mastertronic	
29	. 6	Fighting Warrior	SP CM	Melbourne House	8
30	-	Vegas Jackpot	59	Mastertronic	-

AMSTRAD/TOP 10

1	They Sold a Million/Hit Squad
2	Grand Prix 3D/Sotware I
3	Formula 1 Simulator/Mastertroni
- 4	Finders Keepers/Mastertronic
5	Soul of a Robot/Mastertronic
6	Yle Ar Kung Fu/Imagine
7	Montorragueous (Mastastava)

Chiller/Mastertronic Raid!/US Gold ay of the Exploding Fist/MH



SPECTRUM/TOP 10

1	Elite/Firebird
2	Commando/Elite
3	Back to Skool/Microsphere
4	D. Thompson's S.T./Ocean
5	Monty on the Run/Gremlin G
6	Saboteur/Durell
7	Tomahawk/Digital Int.

8 Int. Karate/System 3
9 Way of the Exploding Fist/MH
10 They Sold a Million/Hit Squad



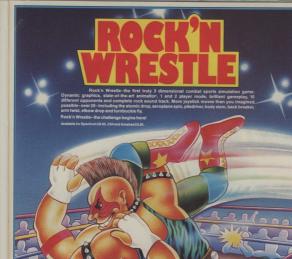
C64/TOP 10

	_	
3	1	Winter Games/US Gold
	2	Commando/Elite
-	3	Rambo/Ocean
	4	Last V8/Mastertronic
	5	Little Comp. People/Activisio

6 Fight Night/US Gold
7 Summer Games 2/Epyx/US Gold
8 They Sold a Million/Hit Squad
9 Who Dares Wins 2/Alligata

MACHINE KEY

COMPILED BY GALLUP



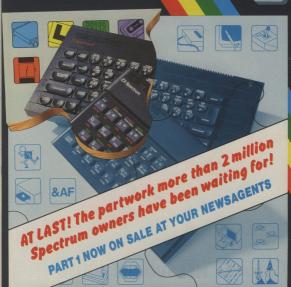
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SPECTRUM

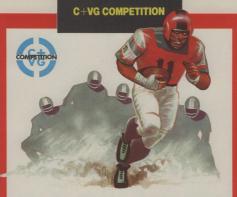
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It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action.

C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum,

And we've got some great prizes for all you Spectrul
Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game. All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington.
New York
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C-VG/IMAGINE SUPERBOWL COMPETITION

Tick your make of computer and sweatshirt size Spectrum
Amstrad
CBM 64
Small
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Address .



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



C+VG

ADVENCURE

NEWS

WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the

Adventure Reviews section on a regular basis. Steve is hardly a stranger to C+VG readers. His name first appeared in the November 1983 issue, in connection with an apparently immovable horse in Scott Adams' Ghost Town. Desperate and heart-rending

Desperate and heart-rending letters from Steve, for help with Ghost Town, regularly fell upon the C+VG doormet. So critical did I diagnose his condition to be, that only the most drastic treatment could be considered. — I sent him my home phone number, which he used late at night when the

malaise gripped him.

He was, in fact, suffering from
a Lack of Locations Syndrome,
about which he was later to

report, in the March 1985 issue. Steve has written reviews from time to time, and his most recent contribution to C+VG was a feature on mapping in the December Book of Adventure, in which he took a most original approach to advise readers on techniques for improving their

adventure map-making skills. ORCSBANE

C+VG reader Nick Walkland was planning a new adventure Tannine' called Ortesborne for maken the second of the second of the second of the postman and tell him to push off, he had slipped a copy through the C+VG letter boa! I therefore felt obliged to lead through it in a rare moment of through the postman of the second of

was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by Rob'. The C+VG Advanture Club comes bottom of Rob's list —', this ian't worth the paper it's printed on ... he has the best Advanture Corner in any British magazine, and the worst club eithort ... 'However, Nick, the Ed., intervened to add' Actually, the CV-WG Club worth of the postage only ... I don't know whether to feel insulted or complimented!

The first issue of Oresbone

contained 28 pages (32 if you count the extrast), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', if also has in own Helpline, a numberhal to the country of the coun

There is artwork throughout, which breaks up the fairly dense text — making if more digestible, and a fany streak of humour running through if's pages, which gives it a nice clubby atmosphere.

clubby atmosphere.
Altogether, I was impressed. If you are interested in getting hold of the next bi-monthly-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 42H.

DECEMBER BOOK OF ADVENTURE

UCKARO

We referred to a meak preview of Buckmon Bonard on page eight of the supplement. That was the dreaded Metcalife washall thanking — space limitations prevented the preview of ten appearing But to make for it, read all about Buckmon—plus a lew other games that have not appeared in the UK.

VILLAGE OF LOST SOULS In the review of this BBC

Adventure, we omitted to mention that it is available by mail order only from the publishers, Magus, 4 Toronto Close, Durrington, Worthing, W. Sunser BN13 2TD, price 43-95 including poetage and

MAIL BA

Dear Keith,
I own a TI994/A and the new
Enterprise machine. I have
almost exhausted the supply of
Scott Adams Adventures for the
T, and I must recommend the
module Return To Pircte's Isle.
It is great, the only one with
'stunning graphics' for the Texas.
Do you know if Adventure

International are planning to convert any of Scott Adams games, especially the Questerobe series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming

more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain Emerald Isle and Dungeon Adventure from Level 9, which I have completed.

Dungeon Adventure from Level 9, which I have complete Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures? Ian Goodsall, Nonetick

Keith's Reply: Many companies do not support a machine until a to secure a reasonable return for the cost of comentions and initial duplication costs. To their credit. Level 8 is unique in producing very quickly, conventions of their software for almost every micro that has a significant following. There are no plans at present for Enterprise versions of the Questerobe series, but obviously, if more Enterprise

present for Enterprise versions of the Questerobe series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for Mordon's Quest in an Enterprise format. That is one not to be missed, and is cretifold and in the control of the c

Dear Keith,
While we thank Jim Douglas
for his review of our game,
Village of Lost Souls in the
December Adventure
Supplement, we would like to
reply to a couple of complaints

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function

as he thought. Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is fit is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause. Martin Moore and Glen McCouley, Mogus, Worthing.

Keith's Reply: Jim's Beeb is stuffed to

prims seed is stuned to overflowing! He has Wordwise. Graphics and Printmaster (all from Computer Concepts). Microset. Viewdata (for bulk uploading to Prestel). Prestel (Acorn). AMX Mouse and DFS (Acorn). That's all he can think of for the moment. anyway!

Dear Keith,
We would like to thank Paul
Coppins for his excellent review
of our adventure — Project X
The Micro Mcm (C+VG
November). We were pleased to

see that he played the same right the way through to the end, something which many reviewers

bend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

Project X was written using Gilsoffs Quill and Illustrator in conjunction with a new product from Gilsoft called The Portch. We were able to use this prior to its launch due to the fact that we know the suthor Phil Wad. We are now working on a sequel to Project X, and will

sequel to Project-X, and will send you a copy as soon as it's complete. Jon Lemmon and Tim Kemp, Compass Software, Norwich.

Keith's Reply:

Ah. if we could but always play a game right to the end in time for a review? But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel, and I hope we get the credits right next time!

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself

with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help.

advice and hints

adventure games

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to the troubled

and tormented

player.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the Fourth Protocol. Perhaps we made a mistake in including the review of the gam in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure

catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch Ideas Central for tips on the

strategy to adopt.

Meanwhile, the latest pleas
come from L. Bailey of Egremont
in Cumbria, who wants to know
how to enter CECOM's files stored at Blenheim, and from Sean Connolly of Holywell, who asks: "What is the answer to Sir

Mark Rendle of Chessington is seeking Arka the dwarf, so that he can kill him, and thus finish off Greedy Dwarf as well. Dwarf followers — where is he? Philip Bsydell of Westerham in Kent, is still battling El

Diablero a year after he was recommended it by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the covote. where he should dip the twin where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a house

imon left in such a hurry....!
"Tell Catface of Bexley he isn't
aranoid," says Ruth Bingham. She has the same problem as him, in Arthurian Eureka, and is wondering if she might be able to use the cloak at the

"A per your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc.", Hello, wait for it. "But if you could find a namosecond or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I all-powerful self. How do I survive the system of caves in the abyamal Invincible Island?" writes Mark Hardwidge of Touypandy. "If I can find the cat, I will perform the sacrifice, although the fur

still hasn't grown back since last time, you know!" he adds, in the worst possible taste. Jason Nicholls has 100,000

things he would like to say when the genie says to him: "Wh your wish, master?" But he What is

doesn't know which one he should choose for his reply! He is in The Magic Mountain, where else? James Smith was shock up the loft in Terrormolinos, unable to escape. A silly problem this. An example of poorly thought out commands What James needed was the word DOWN STEPS — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear". Can anyone tell Stuart Effett

(see News from Afar) where to find the Red Jewel in Ring of

John Macciocci's main mission in life at present, is the electrifying Mission 1. He's having trouble with the ventilation shaft to the first floor which he cannot escape without a severe dose of electrocution

is Upper Gumtree. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy despite crossing her palm with silver and giving her a teacup "I find Upper Gumtree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been? Richard Greenwood of Stockport has got a few riddles that are making Riddler's Den live up to its name! He

thinks that the plinth and the mouthwash will help him to get past the fallen gargoyle with the sore throat. To this end, he seek and the red dragor A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mouse in

Sphinx, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire! Write to me ofo the Helpline, and I will pass your letters on to Ann. Just while he was trying to get the Aramaic phrase book, a tree fell on Toby Blake's head. He tried his hand at getting

of bath salts! Of course, he was playing Quest for the Holy Grail, and this dotty game is sending him potty! Who can help him with a translation and a NEWS FROM AFAR

The "points bug" in Castle of Terror has a counterpart in Pub Quest, so writes Stuart Effett from Toogoolawah. In case you're not quite sure, Toogoolswah is, of course, in Australia. "Keep moving west then east, and your score will

climb," says Stuart! Stuart runs an Adventure Club Queensland, with the help of Jamie Osborne of Western Australia, and he sent me a With its own Helpline, the problems down under at the moment are: Thermonuclear Asylum comes in for a full page

in Australian Commodore Review, in the form of a letter of tips and questions, sent in by From Italy I was sent t

pages from VIDEO GIOCHI Video Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici," which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, Wishbringer from Infocom a list of "super-adventurers" - a sort of Hall of Fame, a selection of readers adventure problems,

It's all very like our own adventure scene. The current games troubling readers are similar, too, featuring Zork, Aztec Tomb, Golden Baton, Planetfall, and Zim Sala Bim.

But there is one section that intrigued me: Piccolo dizionario dei sinonimi. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms So that's how they do it!

T-SHIRT ROLL OF HONOUR

restra-helpful hints, go to: Mark Renshaw of St. Helens, Robert Arnold of Whitchurch, Bryn Lucus of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como.

HDUENCURE



Credits this month for contributing to the clues, from Toby Blake of Inverness, Tony Norris of Woking, Jason Nicho of Bradford, Stuart Elflett of Queensland, Steve King of Poole, Bryn Lucas of Colchester Beiner Wald of Bonn, Alan udlin of Peterborough, and der a pile of readers

Get a spear and have a break, To find the Drac's heart-piercing теннон: CASTLE OF

hon' or use his gun to do the Go and open the tron door, and get Boris to kill the guardian for DIAMOND: **AISATNA**

og t'nob tud ,taset boog a evad To purchase a boat, take statuette from banquet hall, and on from hard hard and :NAIRUHTRA EUREKA

> escebe with tressure bile. steep in Sultan's fireplace to Look at Sultan's fireplace to Check the Sultan's jecket to BIM: AJAS MIS

THE RINGS: BOKED OF

side, using the silver card, to get a present from the footsteps. Close all the doors, ten on each and kill the hypochondriac. beces and getting the tuse, try wall that can be chopped down. After hacking the electrician to

> :(08-SHT) ASYLUM 2 29h somegrind to det best the

PUB QUEST: the scaly thing. Wear gloves, get Out the ropes to free the

ANDROMEDA: FROM MESSAGE The key to Room 20 is hidden in a handbag.

VALKYRIE 17: ruen cueck noun or tockboor

Then check north of mountain S, bas beeb edt is sit be bed end, S and bewolade and it be worked with the pit. Be shadowed Unlock and open the door with BABYLON:

IEMETS OF

Code for the staged note:

A=M C=R D=B G=D I=O

K=T L=W O=P P=L R=U S=A

U=E W=S X=N Y=T Z=Y, and

SHERTOCK:

estate, before getting on the pninister edtal edt been not HAMPSTEAD:



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$\mathtt{C}+\mathsf{VG}$



Spectrum 48k, Amstrad • Price: £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International. Al's Adventure System, using

split screen text and in-memory graphics, is now familiar to many adventurers. It was used to create Gremlins and Robin of Sherwood, as well as the UK conversions of Scott Adams' games. It is slick and fast,

oviding an attractive amework upon which to build an adventure story, and stands up well in this new series.

successful voyage you must return 20 treasures to the top of

return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands SAIL (direction). For can leave the ship to opplicating on land — should you sight if Mind you, on land you stight on the stight of the ship of problems, you are likely to meet some stubborn resistance from natives, ghoulies, and ghosties. Some of these attack, rather to my disappointment, rapped me

right out of the game without warning. I suppose I should have known better than to annoy

depicts two dice and displays

depicts two cace and caspays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told

always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer lighty based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treature or find a hidden exit.

Sailing the seas can be interesting, for as well as finding

not to mention skirmish other ships.

But all is not looting, pillagi and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a somble? Aha, and there's the traditional red-herring in there somewhere, too' Mike Woodroffe

told me! All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the

Keith Campbell

.

During a fight, the program HE PO

 Supplier: US Gold/Sierra
 Machine: Commodore 64, Disk • Price: £14.95

Unashamedly a game for kiddies, Winnie the Pooh is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the empaniment of the wellnovel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position. Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kanga is neat and tidy, so if you come across a broom... And there's her son broom . . And there's her son Roo, who loves playing in his

Roo, who loves playing in ma-sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that

without being an exact reg There are hazards too. I Tigger gets hold of you, he will bounce you to a random cation. Sometimes the wind blows, (you can hear it) and scatters all the remaining object to different locations. On other occasions, a mist comes down and you lose your sense of

direction.

This is a very easy game for youngstees to play. After short text narratives, the player is given a number of options and suggestions about what to do

next.

At the successful conclusion of the queet, Christopher Robin invites the player to his party —

discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior

The graphics are excellent quick to load and draw (especially for a Commodore) full of colour, and in a cartoon; style worthy of the Disney name on the label. Altogether, a gam to be highly recommended for younger children not yet into full-blown adventure games. Keith Compbell

MA 10

- · Supplier: Taskset Machine: Amstrad. Commodore
- 64. Spectrum
- Price: £7.95, cassette

The brief backgound story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste I the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say as much) sent to find and overthrow Darkon. The environment in which you

find yourself will pass for good old mother Earth anyday, with trees and mushrooms, not to mention a log hut complete with woodman, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the

picture, whilst the player's commands are entered at the om of the screen.

Since the descriptions are narrative, it is necessary to type LOOK for a list of exits and objects. There are three facilities for HELP. One is to simply type the word, but more often than not you will be referred to the other two methods: LEGEND and VOCAB. The latter is simply a list of the valid words, whilst LEGEND may tell you a bit about the background of the location

The graphics are a let-down. consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location

There are a couple of characters to be found early in way to make them listen yet, let along engage in a useful conversation, despite paying the guide for a service he just coepts the money and then

I am using the rather limited vocab in the wrong way. There seems to be a glitch or

two with the replies, as when having typed GO OUT to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing

LOOK. One or two other strange messages appeared from time to

For all that, the game is quite a good one when you get used Keith Compbell

- · Vocabulary
- Atmosphere
 Personal



Over the next few months, I will be bringing you previews of some games that are being enloved by Adventurers in faraway places.

The revelation that a Scott Adams game named Buckgroo Bonzoi has been on release in US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and posibly somewhat hurt that they ven't been privy to this secret

Buckaroo Banzai is a strange title, you might think However, it is based on the exploits of the hero of a ventieth Century Fox film of the

during 1984, but not yet released in the UK. Buckaroo, half American, half Japanese, is a brilliant exneurosurgeon, who discovers a a vehicle able to travel through solid matter. Using his amazing

Disposing of this menace in the film. Buckaroo is about to set

Lectroids - a race of aliens who threaten the entire world. off on a well-earned holiday



only to have his plans disrupted Before they left, the Lectroids planted a nuclear device deep Arizona. Any attempt to disable will result in its detonation.

been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to..." And this is where you take over - the adventure now starts

From the Yoyodyne office in Trantham, just by the Kyn mountain, you set out to see what's what. On a parking lot by but with no fuel or battery. A deserted gas station yields a battery - but it is flat! A supermarket holds a few useful objects, as does a shack on a

Scott is fond of the shack as a there was the grass shack in important Radio Shack (surely a double entendre for TRS-80 owners?) in Ghost Town. Next, chronologically, is the

three, but Scott's shack makes vet another comback in Questprobe Three, right next to the tar-pit

Back with Buckaroo, his first problem seems to be to get the seem to be there - but how do

you fit them together? Meanwhile, on a different tack, a spot of digging must be called for — Buckaroo has come across a spade. Here is an

original digging problem, impressive animated graphics. The version of BB that I played was in Sagaplus format

available at present only in the States. Will it be seen over here? I spoke to Mike Woodroffe of "We're waiting for the film," he explained. "It's sitting over here in cans, waiting for Thorn-EMI to release it!"

However, there are some However, there are some doubts about the future of BB in the UK. I asked Scott how the film was received in the US. "It was released during the "84" Olympics," he explained. "Everyone was either watching the games, or getting out of doors to enjoy the good weather They weren't going to the movies! But it did develop a sort

Rocky Horror Personally, Scott admitted he saw it three times before he began to understand it. So will we be seeing Buckgroo ensai, the adventure, in the

UK? As things stand, that is entirely in the hands of the film Keith Compbell

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- Supplier: Level 9
- · Machine: All formats
- Prine: 59.95 With Worm ends the saga of the colonists of Eridani, which started with their io

urney in the Snowball, led by Kim Kimberley. After her survival in Return to Eden, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolen right wing bureacracy in which there are no taxes, government revenue being raised by fines

and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system there is a thinking minority who dislikes it, and are branded

rden, with beautiful lawns and full of fragrant flowers. Its walls, festooned with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one way or another, Reveline will bring you to your senses, and you will find yourself in the city

ure starts in a

of Enoch Exploration of the city brings you to places like the museum casino, theme park, and dozens

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosey type - eventually ething will click, and (if

memories from Snowball will come flooding back. Then the problem is there, in the form of a puzzle - crack it and you may be on your way to the seat of power, to save the world

Worm in Paradise is the first product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of Interlogic, and Infocom system. Worm has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of mmands understood is very flexible; full sentence and

multiple complex com multiple complex commands are accepted, such as EXAMINE ALL BUT THE TATTOO. When I first tried EXAMINE

EVERYTHING I got a list which included descriptions of objects I

on Dream trilogy is now complete, having spe the evolution of Level 9's Adventure System from the original 2-work input, text only

format in Snowball, through the introduction of graphics in Return to Eden, to this smooth and flexible new form of Here is science-fiction-based

political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a mochallenging level in an attempt to reach the seat of power and save the world. Play it either way - I'm sure you'll agree it's Keith Compbell

Vocabulary • Atmosphere Personal

10

· Supplier: St Bride's • Machine: Spectrum 48k Price: £8.95

Elation was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all

For those of you who don't already know it. I'll outline the plot. You play the role of Gerda the female half of the supposed

eparable pair of Gerda and Kay, two frightfully nice kids. A dedly freaky goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it

made appealing. The mirror shatters, and two fragments become lodged in Kay's ove and heart. Kay becomes more obnoxious and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Quee appears, grabs Kay, and whisks him off to her pad in the

in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bed, does it? And in fact, it is quite pleasant to play

There are some pretty standard puzzles, most of which involve doing 'the proper thing' ie returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now

where can it be?" the next time

you return!
The game is in two parts,
making a total of 64k, and Part two begins as you make your way towards the Ice Palace. The Snow Queen probably

on't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather

Jim Douglas

Vocabulary

• Atmosphere Personal

THE SPECTRUM ADVENTURER Mike Gerrard Duckworth £3,95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game himself, knowing that people who have

finished it are two a penny, having bought the whole solution

On the other hand, I suppose ople who have been genuit frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the uthor and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long

In The Spectrum Adventurer,

Mike Gerrard provides 100% solutions, including complete

southons, including complete maps, for four games: Valhalla. Snowball. Twin Kingdom Valley and Urban Upstart. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows Valhalla is presented in a

slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the mans appear as appendices at the back of the book As one would expect with

Mike's name on the front cover the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progres Still, I suppose it would make my life a bit easier....

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.

Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

THE GRAPHIC ADVENTURE CREATOR

Incentive Software Amstrad CPC464, 664, 6128 ● Cassette £22.95; Disk £24.95

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University this is a very clever and userfriendly piece of software. Operation of the program is from a main menu, with separate options for the entry of verbs.

nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics. Entry of the vocabulary is simplicity itself - the user tue types in each word, preceded by its reference number, on a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted

in alphabetical order into a list filling the major part of the screen above. An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is ressed with no text in the input field. The up and down cursos control keys are used to scroll

the list against the arrow to effect the selection. Room, objects, messages and onditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed. This can be edited if it exists, or will be added if it is a new one. On pressing ENTER. the room number in which the object is to start is shown, and

example, when you add a new room, for example, you are asked the connections, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from eing entered, and a message tells you why.

first encountered it, led me to the horrific discovery that the tion must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be E. then E must be included as a verb. I also concluded that the verb list, or at least a verb to be sed elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to be l winded and type GO EAST those words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the local condition

list applying to a specific room. There are three levels of condition: Local, applying to a specific location; Low Priority; and High Priority. These are entered in a form resembling a high-level computer language IF (VERB 6 AND NOUN 1 A) IF (VERB 6 AND NOUN 1 AND CARR 5) DROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 8 CTR 0 AND AVAI 5) 1 SWAP 5 CTR + 20 CSET 0 MESS 15 SET 2

WAIT END Not difficult, but there are keywords and a syntax here which must be learned if the utility is to be used effectively To build up a plot, there are 255 markers and 127 counters available for use in the con

is essential to be able to keep

track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user

having to keep a careful hand-

written list of everything as he

enters it.

Having entered a lot of data, it

Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position - in other words it will not turn through an angle. Where a change of direction is required.

FILL. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created

Pictures are thus very easy to reate, and each is associated with a room number, using the room option. Once done, the





tapping the COPY key twice picture will automatically display effectively breaks the current line and starts a new one. location, and it is very fast in A 'pen' to the right of the doing so. window moves up and down For those wishing to create a indicating by contact with the text-only adventure, the provision per' beneath it, whether

DRAW is on or off. A choice of four colours is offered, and any four can be selected, with shades of combinations of any two of those four also available. An area enclosed by lines is filled with colour by first selecting the colour or shade required, positioning the cursor inside the sa, and then pressing F to

protect the sensibilities of the text-adventure player faced with a graphics adventure, when running the game, the player has the ability to switch the graphics

The game can be fully played om within the Adventure Creator, and an appropriate message will be displayed when



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debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markets and counters. After viewing these the game may be continued from

the point at which it was left. hen complete, the game created can be saved to disk or tape, and the saved version will run independently from the meiliter

You will need to study the



manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it.

though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing

I put it way ahead of the

CRL Group PLC Amstrad CPC 464/664 € £9.95

The Genesis Adventure Creati System consists of a suite of three programs. TEXTURE is the text editor, the business part of the package, in which the adventure is created. DEPICTER is the graphics and sound creator. CLONER is the module used to save the adventure created on to tape and in a

playable form. The Text editor is operated from a series of menus, which always occupy the top half of the screen . The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/edit area. Upon selecting one of the options from the main menu, a sub-menu replaces it

without the screen compl clearning. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details. I was nowhere near to understanding how the utility is supposed to be used to create an

adventure, let alone have the beginnings of one up and running. The main menu screen is splayed in 80 character mode, and is none too easy on the eyes. Presented in unfriendly

words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: Obj.Status list, and Def.Objects. If in doubt it is usually helpful to consult the manual

Unfortunately, the manual does not make easy reading either the size of the text is microscopic. After borr grannie's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with

an example or two, rather than a lot of verbose technical waffle. Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number was dismayed to discover that I had to give it a name quite senarate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Bytes used' started to

be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment. My input had either been soaked up, or ignored - I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that, I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself. Things seem incredibl

complex for a utility that is supposed to make adventure creation easier than programming! For example, the ACTION for a TAKE command is entered as:

CALL <30> (OBST(CARRIABLE,OB1)=01 MSG<17.1> FINISH (OBLC(OB1) PLOC1) MSG<9.1> FINISH

(OBST(CARRY,OB1 0) MSGC8 1> FINISH COPY<1:OBST(CARRY.OB1)> CALL<39>FINISH:

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful: Graphics are created on an Graphics are created on an entirely separate program, DEPICTER, and although I fared a little better using this, I found it was heavy going, and I failed to produce a picture. The sound feature also offered a challenge, but one that I soon abandoned

Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility To create the fully playable version is fiddly to say the least. data must be saved from the CLONER module, and then to the same tape must be added

saved data from both the text and graphics editors. Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers for professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility

I therefore conclude that Genesis fails in its objective to simplify the task of creating an adventure game. Next month in the Adventure

Reviews section, Keith Campbell and the team will be taking a long, hard look at the long awaited Lord of the Rings adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and Jim will be telling you just 28 days from now. Don't miss this mega-review in C+VG in your shops from February 16th

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• Saving program	10/10	1/10
• Print option	16	No
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This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be put upon by bands of stragging onces or such like. For hours on end I have been searching for the unasweers to IP be Hobbit and Lord of the Rings. Following the woars traveller in Dun bands of stragging the woars traveller in Dun band and tackling the problems; If Fall light; I have searched the hinterlands hit & lo. conversed with drunkards and

light; . . . I have searched the hinterlands hi & lo, conversed with drunkards and bards, noblemen and thieves to bring you the best tips on the FIFTEEN top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work The Gordo Greatbelly's Book of Adventure will be FREE with the February issue of Sinclair User (that mad mania of generosity must have really affected the editor).

Rumour has it that the assorted elis, dwarves and trolls that also vowls on the magazine have been busily beavering away, to bring you extensive reviews of Enigma Force from Beyond, Commando from Elite, Yie Ar Kung fu from Imagine, and that temportess from the east Twister— Mother of Charlotte, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the Sinclair 128, an extensive Official Players' Guide to the helicopter simulation Tomahawk, and an impressive competition, not for the feint hearted, featuring the high sport of Gladiators.

Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the February issue of Sinclair User.



Goods Greathelly





P.S. The February issue of Sinclair User including Gordo Greatbelly's Book of Adventure is on sale Jan 18th.



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tos, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you

And this time we've gone football craxy! Rathmans Football Qu

Quiz, published for the Spectrum by Eastbourne based Holt Saunders, Is a must for all avid soccer fans.

European and International soccer, with subjects ranging from

subjects ranging from famous goals to trivia. The questions were sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world

And thanks to the people at Holt-Saunders, we've got 25 copies of the Quick Quiz as prizes to the people who can answer the five football

How many clubs in the football league have an X in their name?

D 6 2) Which was the last second division team to win the FA Cup?

A West Ham Unit B Southampton C Sunderland

Sunderland Ipswich Town 3) Italy won the 1982 World Cup Final by thre goals to one. Who score West Germany's goal? A Rummenigge B Breitner

B Breitner C Hrubesch

D Fischer

4) Who was the football league's leading scorer in

Treavor Senior Reading)

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5) Which of the followic countries have never

countries have never beaten England? A Peru

C Mexico D Norway.

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⊗ HOTSHOTS

Searchlight beams danced and 800 to 600. Graham around the Computer + Archer conceded defeat.

Video Games offices. Sirens

The Hot Shot game for the Popurary is Elita's Com-

It was a breakout! Two desperate men were

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to 'lith' the C+VC November Hot Shot of the Month Itile on Monty on the Run, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer, of Sible Hedingham in Essax, who countered with 1.050.

1,030. Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400 Archer conceded defeat.

The Hot Shot game for February is Elite's Commando for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Far-

ringdon Lane, London, ECIR 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets it right all the time and we'd like to know

which games you would like to see in the Hotshot Challenge. So, don't delay get your nomination in the post now. And please don't forget to

keep sending your hi-scores in.
You do want to get your name in the universe's best magazine, don't you?



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4 B Lucas, Leicester — 544,147 5 Darryl Hulme, Barnsley — 543,444 6 Paul Managhan, Fishguard — 498,639 7 Scott Worley, Gosforth, Newcastle — 486,336

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COMMODORE 7/Se7

New computer owners start here

If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus!4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like Desert Fox, Rock and Wrestle (please Melbourne House) Zoids (please Marcech) and Ye Ar King Fu. Plus reviews of all the latest games under development including a sneak view of Y' and several others.

Programmers!

part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus Computer Magic — short programming tricks for your 64.

Epyx
Once again Commodore User
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Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of Summer Games III, Winter Games, Impossible Mission and Pitstop. Not to be missed if you want to find out what games to look out for next year.

Out on the front cover of next month's issue PLAY BETTER — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have GOT TO GET THIS FREE SUPPLEMENT.

All this plus your letters, lots of competitions, peripherals reviews, the best adventure column in the business, Gallup Top Twenty games chart, and all the games gossip in Hot Shots.

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This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he

attempted to convert the game to the Amstrad in just one week. To see if he succeeded in his

tortuous task read on. Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR -

SATURDAY The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A. and the mainline routines and the adventure handler would have to wait until Sunday or

Monday. A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour

break! Fully refreshed. I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a

logical approach. The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug! finally got D.P.A working at 2am and it was truly astonishing. The speed left me breathless

DAY FIVE -SUNDAY I woke up at the crack of noon

today, and I'm one of those today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block. Well, it wasn't quite that serious, but trying to get a good

vou've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work. determination and self-control In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around. and seeing some background animation, but I still haven't

written the adventure handler! DAY SIX — MONDAY Well today is the last day is it? You will by now, fully appreciate that there are sever

days in a week, assuming that you count from one. Well, therein lies the catch

because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sreaky eh?
Fear not, because yes, I did have a working version of the program that can be played and

completed relatively early he evening. My D.P.A method works a reat and there are now no alitches in it at all, and with a

At last, I had written the adventure handler, and at the end of the day, I had a version The only thing that I h eapt over is some sound and a title page, but these are trivial lought, except, perhaps, in

If I have to dedicate this game to anyone, then surely, the honours must go to Joe Hubbard, who else? This is a

CONCLUSION -THESDAY to THIIPSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future

It helps a great deal to have a good system to work on used the Amstrad CPC612 system with colour monitor and the Hisoft Devpor 80 g assembler, both product which I can honestly say that it has been a pleasu

I am now a convert to small disks, but I feel Amstrad should have chosen to (and popular) 31/4 inch for varning progra

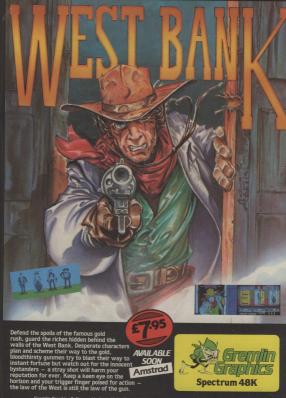
would write a particul program. Think about w might cause you problem comment liberally. It he have a good working ledge of the machine

keep strict rules of and exit conditions subroutines: values that may be Rememb

in mind, If your code is clear, you w







Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield St. 4ES, Tel. (0742), 752422



COMPUTER + VIDEO GAMES 30-32 FARRINGDON LANE

 I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got Sorcery+. After many hours of practice I rescued all eight sorcerers and hey presto the Necromanoer's eves came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the happened. When I replayed the game the Sorcery One game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers. I can't play after that Please, please, please help me Carl Johan Campbell

Perthaline

1 bought your mag for the first time (Docrmber) and II. I think it is a shoulsty brilliant to think it is a shoulsty brilliant oompetitions are brilliant oompetitions are brilliant oompetitions are brilliant opposition to think you should put the price up to E1.50 a you issue three up to E1.50 a you issue three up to E1.50 a you issue the C+VG, Adventure up to E1.50 a you issue the cycle of the C+VG, Adventure is the composition of th

Dristo

I own a Spectrum 48k and I
buy your magazine every month
as I think it is an excellent read
and very informative about the
computer games world. But I
would like to add that I also
buy Crash every month and I
also like this magazine.

Anyway, to get to the point of this letter — I have just read Maillag in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to Crash. I know that it is important to you, that you know what people think of your mag, but quite frequently these moaning minnies go over the top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month. Why don't you issue an

letters each month.
Why don't you issue an
annual questionaire to find out
what people think and what
new items they would like to
see' It would save a lot of
boring letters having to be read
and that way everybody would
get their say. Although I say
some letters are boring I was
some letters are boring I was
the case with Richard
Hammond's letter I found his
letter interesting and very
informative (December issue).

It is also stepild to compare C+HG with Creat because C+HG deals with a wide range of computers while Creat deals only with the Spectrum. It is totally idicite to break down and compare two mags with course you compare the Spectrum bits of C+HG with Creat (which is that is a Creat with Creat (which is that is a Creat with small by the content). So come or unitary to content the content of the compare of the compared from the compared to the compared to the comtaining to content of the compared to the compared to the compared to the compared to the first the compared to the compared to the compared to the first the fallings as Im sure most con-

of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it.

Steven Hangadon

 I must congratulate you on you finest issue yet! (Dec 1985).
I found it packed with

information, news and articles—on films and networking for your computer. I found the Advocture Supplement the best yet with superb designs and layout. There were doness of tips and even a neak review of Questrowed 3 by Sott Adams! I though the pages on mapping and useful — may! suggest that when you've got a complete map on paper, you can draw it out easier on an Adventure Planner you from Pirth N Flotter

Ever since you have redesigned the magazine it's gone uphil, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well drawn, and the tips and pokes page is quite large too.

Unilize odd other readers who
have complianted about nonour complianted about nonour complianted about nonour control in C+VC, I staily
disagree — there are never
enough adverts, as they full you
shad game or hear an ever
enough adverts, as they full you
shad game or hear have
the — I of the Mask from
the — I of the Mask from
the derive Deams for example,
which even shows screen shots
in the advert. The specialized
interesting to read as they create
a good contrast with the games
reviews. You wouldn't want Just
I also like the Americian.

I also like the American reports which tell us what's happening over there. Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxed The Highnung Encounter map was great, as was the Alien 8 one.

Keep up the good work especially the emazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue! Christopher Heater

● I have been reading C+VC now for many a month and I havest seen too many letters from Arcade fanatics. As I am an avid supporter of the coinoperated machines, I would lis to see a high score table along with a tips section in you magazine. These would be two of the best additions you could

of the best additions you could make to your already fab mag. I would also like to say that most of the best strands games players do not get their high-best players do not get their high-best in pubs or caise. I personally reside in a cafe called Park, where the machines cost cody 10p, in Park there are play to the pubs of the property of the prop

 I have been getting you magazine for some time now but all I hear from the Mailbag section is complaints from BBC users being starved of great games. Rubbish!

users being starved of great games. Rubbish!

This may be hard to believe, but it's truel U.S. Gold are bring out some great games such as Bruce Lee, Bounty Bob, Dambusters, Raid Over Moscow and, wealt for it. Improssible

That's not all, Ocean have brough out Match Day and Imagine are bringing out Hyper Sports and Yie Ar Kung-Fu. Nick Orlando is bringing out Firetrack which will be as usual, brilliant, and Superior Software have brought out a brilliant seouel. Revton 2.

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games. Alan Dooley.

a I have been wondering why we don't see Miner Willy's fase? In there something special about it that you don't want us to see. For instance in let Set Willy he has his face stuck down the only see his boot, on Perils of Willy he is lying on the tracktory of the seed of the possible for you to let us see his face? Please!

Houghton.
Editor's reply: Are you crazy!
Don't you know...?

• I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a

stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, price, graphics, sound, software back up, ease of use, add-ons and ability to do home grown programs.

Sean McCarthy.

Co Meath.

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NEXT MONTH CT IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hat off the presses from Elite. So stop munching those Scooby snacks and get an down to your newsagent to order the March issue of C+VG.

Swords and Soreary, the ultimate computer convention of the roleploying game Dungsons and Diropons, is giving many hordened adventurers sweety polms as they explore the avvescere dangeons. So to make your life just of try, bit easier we persuaded SSS programmer Mike Simpson to give away a few of the dungson's screts. We've got on exclusive map of the dungson's first level plus some game playing hints from the mon himself. Grab your trusty broadward and hack a crimon polit to the shop that sells you C-VAC next month!

C+VG's ace adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for to . . .

The Return of the Bug Hunters. You missed Ofiss, Big Red and the others this issue, But they'll be back next month now that Jerry can artiford to buy on enew pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes TOTALLY irresistible. You won't believe your eyes when you read MAGNETS. Next bis.

PLUS

The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!



We know we've said this before — but next issue we WILL take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

N.O.M.A.D



In the vastness of space lies the heart of an Intergalactic Criminal Network. TALOS and at its head the evil CRRUST, CROSS A last dich attempt by the Fire Worlds to rid the Universe of this seemingly unstappable force has called on the services of

NIMISIS ORGANISATION. Organisation is dealer that cased on the services of the who have assigned NOMAD (Nemirio Organisation Mobile Attack Droid) to penetrate GROS: heavily armed honeworld and destroy this glasses of the Control of

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